

CLAIMS

What is claimed is:

1) A game apparatus comprising of a board divided into four colored quadrants. Within each quadrant, various states are listed, accounting for the popular vote and electoral vote of each state within that quadrant. The outer perimeter of the board consists of a path with various boxes, each of which has a favorable, unfavorable, or neutral outcome for a player landing there. Game parts consisting of money, dice, immediate action cards, delayed action cards, and promissory notes exists, as well as player tokens, popular vote markers, and electoral vote markers in each of the four quadrant colors..

2) A method of playing the board game described in (1) above designed to maximize competitive play, while keeping as much as possible within the actual Electoral College rules. Electoral College rules have been incorporated within the game rules, such as the "winner take all" concept of electoral voting used by 48 states. Other situations in which electoral votes won would have no meaning (such as when no single candidate received enough electoral votes) have also been incorporated. The game helps a player understand the intricacies of the Electoral College to emulate actions real life candidates must consider when running for presidential office.